IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (**currently amended**): A method for generating antialiased lines, comprising the actions of:

    for each respective line, determining which of a plurality of orientation classes that entire line falls into; and

    performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into[[;

    wherein said determination is made without the use of an error term or pixel-by-pixel decisions]].

2. (original): The method of claim 1, wherein said classes consist of x-major and y-major.

3. (original): The method of claim 1, wherein said orientation classes correspond one-to-one to said sampling patterns.

4. (canceled)

5. (**currently amended**): A method for antialiased rendering, comprising the actions of:

    (a) identifying, for at least one respective entire line, which one of a limited number of directions is most nearly parallel to said line; and

    (b) performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction[[;

    wherein said identification is made without the use of an error term or pixel-by-pixel decisions]].

6. (original): The method of claim 5, wherein said number of directions is two.

7. (original): A graphics processor which is configured to implement the method of claim 1.

8. (original): A graphics processor which is configured to implement the method of claim 5.

9. (previously presented): The method of claim 2, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.

10. (previously presented): The method of claim 1, wherein said sampling patterns have the same number of sub-pixel sampling points.

11. (previously presented): The method of claim 1, wherein said sampling patterns have four sub-pixel sampling points.

12. (previously presented): The method of claim 5, wherein said sampling pattern has four sub-pixel sampling points.

13. (**currently amended**): A computer graphics system for generating antialiased lines comprising:

    means for determining which of a plurality of orientation classes an entire line falls into; and

    means for performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into[[;

    wherein said determination is made without the use of an error term or pixel-by-pixel decisions]].

14. (previously presented): The system of claim 13, wherein said classes consist of x-major and y-major.

15. (previously presented): The system of claim 14, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.

16. (previously presented): The system of claim 13, wherein said orientation classes correspond one-to-one to said sampling patterns.

17. (previously presented): The system of claim 13, wherein said sampling patterns have the same number of sub-pixel sampling points.

18. (previously presented): The system of claim 13, wherein said sampling patterns have four sub-pixel sampling points.

19. (**currently amended**): A computer graphics system for generating antialiased lines comprising:

>means for identifying, for all of at least one respective line, which one of a limited number of directions is most nearly parallel to said line; and

>means for performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction[[;

>**wherein said identification is made without the use of an error term or pixel-by-pixel decisions]]**.

20. (previously presented): The system of claim 19, wherein said number of directions is two.

21. (previously presented): The system of claim 19, wherein said sampling pattern has four sub-pixel sampling points.

22. (**currently amended**): A method for generating antialiased lines, comprising the steps of for each respective line:

> determining which of a plurality of orientation classes that entire line falls into; and
>
> performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into[[;
>
> **wherein said determination is made without the use of an error term or pixel-by-pixel decisions]]**.

23. (previously presented): The method of claim 22, wherein said classes consist of x-major and y-major.

24. (previously presented): The method of claim 23, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.

25. (previously presented): The method of claim 22, wherein said orientation classes correspond one-to-one to said sampling patterns.

26. (previously presented): The method of claim 22, wherein said sampling patterns have the same number of sub-pixel sampling points.

27. (previously presented): The method of claim 22, wherein said sampling patterns have four sub-pixel sampling points.

28. (**currently amended**): A method for generating antialiased lines, comprising the steps of:

  identifying, for at least one respective entire line, which one of a limited number of directions is most nearly parallel to said line; and

  performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction[[;

  wherein said identification is made without the use of an error term or pixel-by-pixel decisions]].

29. (previously presented): The method of claim 28, wherein said number of directions is two.

30. (previously presented): The method of claim 28, wherein said sampling pattern has four sub-pixel sampling points.